



## LOST AND FOUND



Most of *Tombi* revolves around solving other peoples' problems. As the caveboy travels from village to village, he hears stories of villagers' lives being disrupted by the evil pigs, who kidnap people and steal things.

If *Tombi* wants to get any further, he'll have to put the thought of finding that bracelet on hold, and help these people out.

*Tombi* embarks on mini-quests, which rely on a mixture of platforming and puzzle-solving skills. Villagers will vaguely tell you where the missing items are, and you then have to try and find them.

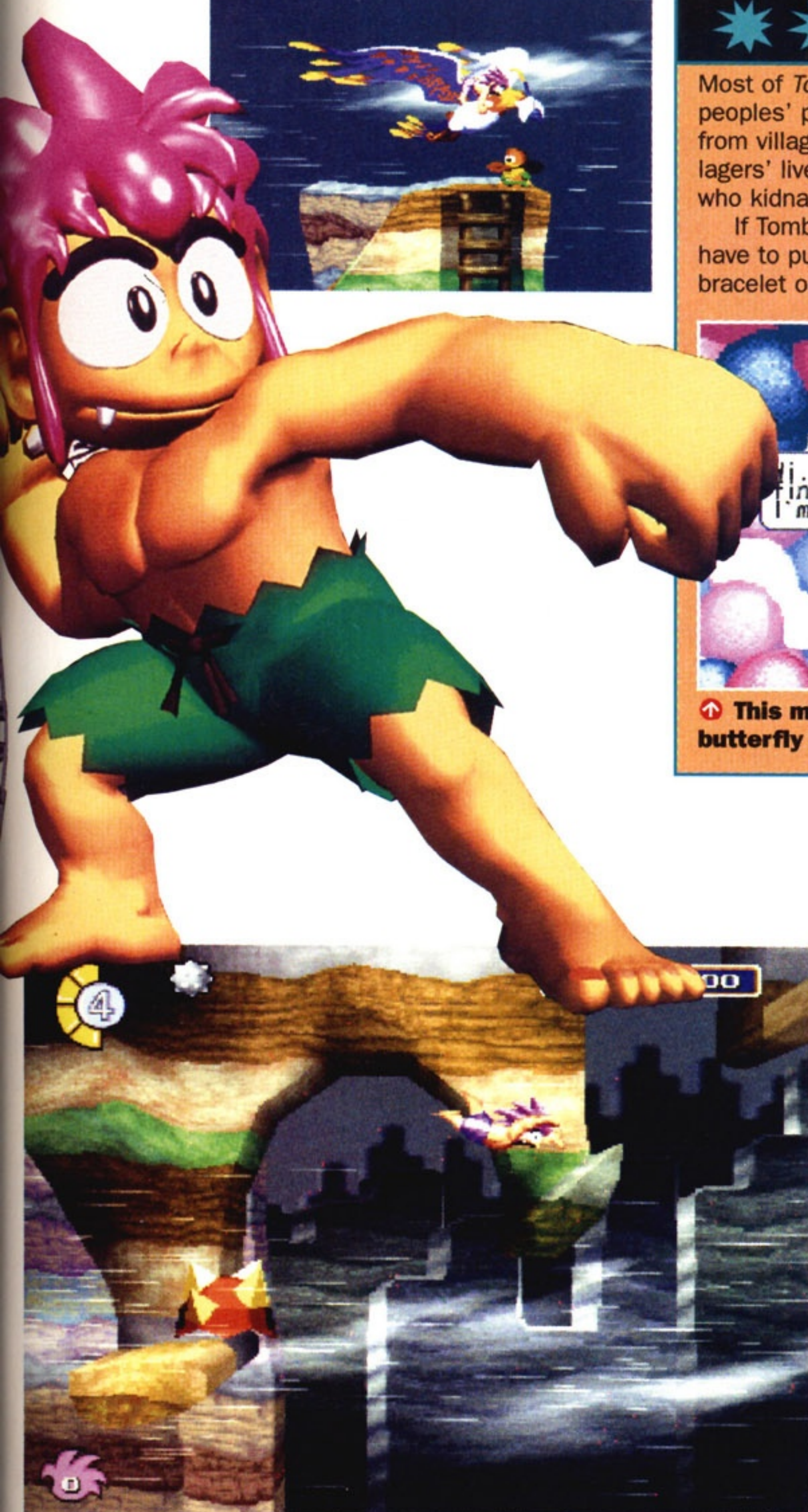
Finding items involves going back into previous levels of the game, and exploring them all over again.



↑ This mysterious cage is home to a butterfly collector. Help him collect more.



↑ The leaf butterflies live in piles of leaves. Disturb the piles to release them.



↑ This jump is almost impossible!



← This wooden bridge buckles under *Tombi*'s weight, be careful.

**Tombi!**

## AHA! A SECRETPASSAGE

*Tombi*'s side-scrolling action contains some 3D trickery which, at certain points, enables the caveboy to venture out of the screen. Imagine all objects he encounters being 3D, but you only see them in 2D. Because of this, there are several possible routes and secret areas on every level.



↑ Use the map to discover routes.

## CVG OPINION

If you can live with the basic graphics, there's a lot of fun to be had playing *Tombi*. There's a real retro feeling to the game and it has some clever surprises. It's also an eclectic mix of different styles. Platforming obviously makes up the bulk of the game, but at times you think you're playing an RPG or adventure game. The puzzles are many and varied, requiring different approaches to solve. *Tombi* might not be the most exciting platform character, but he's not the most annoying either. The graphics suggest a younger audience, but the solid gameplay suggest older players. Whatever, *Tombi* does enough to make me want to play more, and to keep a keen eye open for Whoopee Camp's next release.

ALEX HUNT/ALPHA

## RATING



Solid gameplay rules over the simple graphics. *Tombi* won't cause a 2D revolution, or create a caveboy fan club, but it's good fun for those that want it.

REVIEW